Fields of Fire

Campaign: ☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐ **Mission:** ☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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3.1 Higher HQ Event Phase (Starting on Turn 2)
- Draw an Action Card; if the HQ icon is present, determine an event on the Friendly Higher HQ Events Table

3.2 Defensive Missions: Enemy Activity Phase

3.2.1 Enemy Higher HQ Event Segment (Starting on Turn 2)
- Draw an Action Card; if the HQ icon is present, determine an event on the Enemy Higher HQ Events Table

3.2.2 Enemy Activity Check Segment
- Place PC Markers as indicated by the Mission Instructions
- Check every enemy unit on the map for activity
  - o Determine card order randomly
  - o On each card, check units based on their status on the Activity Check Hierarchy tables

3.3 Friendly Command Phase
During the segments of this phase:
- For a unit or HQ to receive a command, it must be in the chain of command of the HQ or leader issuing the command and in communication with it
- Place an Activation Marker on any vehicles activated

3.3.1 Activation Segment

3.3.1a BN HQ Impulse
- If the BN HQ is not on map, activate the CO HQ
- If the BN HQ is on map, give it the maximum number of commands and expend them on units (4.2)

3.3.1b CO HQ Impulse
- If activated by the BN HQ, draw an Action Card and give it the modified number of Activated Commands listed
- Save those commands or expend them (and any saved commands) on units

3.3.1c PLT HQ/CO Staff Impulse
- If activated by the CO HQ, draw an Action Card and give it the modified number of Activated Commands listed
- Save those commands or expend them (and any saved commands) on units

3.3.2 Initiative Segment

3.3.2a CO HQ Impulse
- If not activated above, draw an Action Card and give it the modified number of Initiative Commands listed
- Save those commands or expend them (and any saved commands) on units

3.3.2b PLT HQ Impulse
- If not activated above, draw an Action Card and give it the modified number of Initiative Commands listed
- Save those commands or expend them (and any saved commands) on units

3.3.2c CO Staff Impulse
- If not activated above, give it 1 command
- Save that command or expend it (and any saved commands) on units

3.3.2d General Initiative Impulse
- Draw an Action Card and expend on any units a number of commands equal to the Initiative Commands
  - o If it's a Combat Patrol, halve the number first

3.4 Offensive Missions/Combat Patrols: Enemy Activity Phase

3.4.1 Enemy Higher HQ Event Segment (Starting on Turn 2)
- Draw an Action Card; if the HQ icon is present, determine an event on the Enemy Higher HQ Events Table

3.4.2 Enemy Activity Check Segment
- Check every enemy unit on the map for activity
  - o Determine card order randomly
  - o On each card, check units based on their status on the Activity Check Hierarchy tables

3.5 Mutual Capture & Retreat Phase
- Have enemy capture any Paralyzed or Litter Team alone on a card with enemy units
- If side does not take prisoners, convert captured Steps to casualties; otherwise, designate guards
- Retreat any non-pinned/non-captured Paralyzed Team under VOF Marker one card to better cover and mark Exposed

3.6 Mutual Vehicle-Aircraft Phase
- Move and fire activated vehicles; if both sides have activated vehicles, alternate sides, starting *(for Offensive Mission or Combat Patrols)* with the US or *(for Defensive Mission)* with the enemy
- Conduct vehicle combat
- Flip each unit's Activated Marker as it finishes

3.7 Mutual Combat Phase

3.7.1 VOF Segment

3.7.1a Update Fire Missions
- Remove existing Incoming! and Air Strike VOF Markers *& Remove Pinned if no VOF*
- Flip Pending Markers to their active sides
  - o Adjust the Current Activity Marker as needed

3.7.1b Evaluate Potential Contact Markers
- For each card with a PC Marker and a friendly unit, draw a number of Action Cards based on the PC Marker and the Current Activity Level on the PC Draws Chart
  - o If a card contains Contact!, Contact is made; immediately change the Current Activity Marker
  - o If enemy units are contacted, determine enemy package to use and placement per 9.2
  - o Place any applicable VOF and PDF Markers
  - o Update the Mission Log

3.7.2 Combat Effects Segment
- For each infantry unit on a card with a VOF marker:
  - o Determine the NCM
  - o Draw an Action Card to determine if the fire is effective
  - o If the unit is hit, draw another Action Card to determine the hit's effect based on the unit's experience
  - o If a card has a VOF and Phone Line, draw an Action Card and check #2, 1 = destroyed
  - o If a unit with a phone or radio becomes a casualty draw an Action Card and check #2, 1 = destroyed
- Adjust VOF and PDF Markers as needed + *Update ammo stocks*

3.8 Clean Up Phase
- Remove Pyrotechnic, Illumination, Exposed, Moved/Fired, Concentrated Fire, Grenade, and Grenade Miss Markers
- Evacuate casualties from Casualty Collection Points
- If a Defensive Mission, remove any unresolved PC Markers

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